

## VZ Editor Assemblers - readme

Ok, there are basically SEVEN versions of the Editor Assembler. Plus a different Assembler written by Ian webber (1984).

1 & 2) These are the base versions written by Dubois and McNamara (??)  
The most obvious difference between the two is that one tests for memory the other is fixed for an expanded VZ200 giving 15K or so free. These have no disk support.

3) Diskops Patches by me.

Versions 1 & 2 were runtime patches rather than permanent. These saved to disk using TL and TS (I think).

Diskops Version 6 is a permanent patch which requires the 64K Memory Expansion Unit (or should I say at least three banks of extended memory) and provides all sorts of additional commands, including rudimentary overlay support (of sorts). I have attached the instructions for Diskops 6, I would not bother with Version 1/2 given that they are, shall we say, primitive.

### DISKOPS4 - Leslie Milburn

LOAD:FILENAME - disk load  
SC - Printer and screen  
BASIC - To DOS Basic  
ASS - Return to Assembler  
BSAVE - Source to disk  
TS - Save to tape  
LABEL - Lists labels  
L - Lists file same as DSE original ED/ASS without Mark Harwood patch.

All other commands same as DSE original Editor Assembler

Format:  
W:FILENAME 01 00 A813 <END> <SIZE>

### 4) Dave Mitchell Version

TL:FILENAME - Loads from Disk.  
TM:FILENAME - Merges Source Code File From Disk with a File in Memory.  
TS:Saves Source to Disk.  
TO:Saves Object File to Disk.  
TD - displays a directory (Ctrl-Break to exit).  
T1 - Resets Drive 2 to Track 0 and selects Drive 1.  
T2 - Resets Drive 1 to Track 0 and selects Drive 2.  
TB - Exit to Basic to REN and ERA files etc (be careful here its a bit dodgy).  
ASM - Re-Enters Assembler from BASIC.

Note: I believe that Tape Support is Lost.

### 5) Russell Harrison Version.

This version allows the largest single source file. It needs 34K RAM and saves files with a filetype of "A".

6) Mark Harwood Version (EDASV6.0X)

Although I have this version, I have not used it in many many years. I also cannot find the instructions.  
However, the Dave Mitchell version will load source saved with this version.

So just from memory try either TL:FILENAME to load the file or perhaps Mark used my approach and used LOAD:FILENAME to stay consistant with the standard DOS commands.

No Tape support.

TL:FILENAME	- Source disk load
TS:FILENAME	- Source disk save
TO:FILENAME	- Save object (executable) to disk
TM:FILENAME	- Merges from source on disk to source in memory
TB	- Exit to BASIC
X	- Re-enter the Assembler

Format:

S:FILENAME        01 00 A280 <END> <SIZE>

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7) Brian Grieve Version.

I have never seen this version. I would be grateful for any information that anybody has on this version.

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8) Ian webber's Editor Assembler

I have never used this as yet but upon reading the instructions it appears to be an 8080 Assembler of sorts. I will have to take a closer look and get back to you.

9) There were also two books written either about or mentioning the Edit Assembler:

- i) A Beginners Guide to the VZ200/300 Editor Assembler by P.C. Schaper
- ii) Assembly Language Programming by Steve Olney (I think).

Finally, in the Hunter Valley Journal #41 (Dec '92) Page 14, Joe Leon tells us how to convert the various source files across the different versions of the Editor Assembler.

Leslie.